

(19) 日本国特許庁 (J P)

(12) 公開特許公報 (A)

(11) 特許出願公開番号

特開2003-818

(P2003-818A)

(43) 公開日 平成15年1月7日 (2003.1.7)

(51) Int.Cl.

A 6 3 F 7/02

識別記号

3 0 4

F I

A 6 3 F 7/02

テ-マ-ト\* (参考)

3 0 4 D 2 C 0 8 8

審査請求 未請求 請求項の数4 O L (全 9 頁)

(21) 出願番号 特願2001-191699 (P2001-191699)

(22) 出願日 平成13年6月25日 (2001.6.25)

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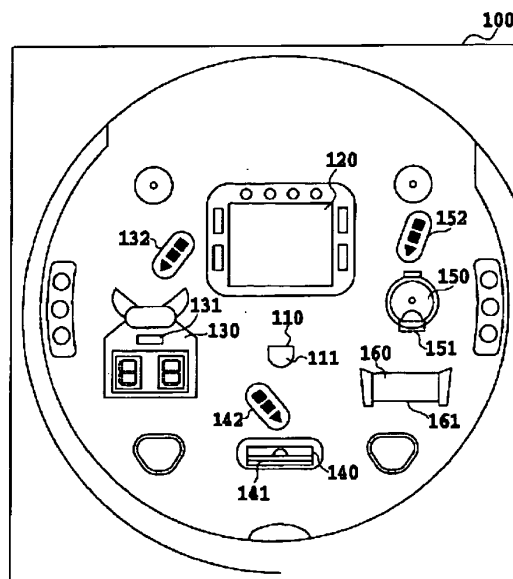
Fターム(参考) 20088 BC07 BC22

(54) 【発明の名称】 パチンコ遊技機

(57) 【要約】

【課題】 比較的なじみの薄い第3種および一般電役のパチンコ遊技機の遊技者にとって遊技容易となる、遊技球を入賞させる役物などの位置や入賞順序に関する情報を、わかりやすく提供する。

【解決手段】 大当りの権利獲得時や大当たり中に遊技球を入賞させなければならない、遊技盤面上に配置された役物130、140、150の近傍に各々誘導表示灯(誘導ランプ)132、142、152を設け、入賞させる役物の誘導表示灯(誘導ランプ)を順次点灯または点滅させる。これにより、入賞順序等を遊技者に分かりやすくさせることができ、そのため新規導入時および初心者にも遊技の特徴・遊技仕様に迷うことなく遊技を行うことができる。



## 【特許請求の範囲】

【請求項1】 大当りの権利獲得時や大当たり中に遊技球を入賞させなければならない、遊技盤面上に配置された複数の役物の各々の近傍に設けた誘導表示灯と、ゲームの進行に応じて入賞させる前記役物の前記誘導表示灯を点灯または点滅させる表示灯制御手段とを具備したことを特徴とするパチンコ遊技機。

【請求項2】 前記誘導表示灯は前記役物の入賞口の上方近傍に配置されて該入賞口を指し示す矢印形状を有していることを特徴とする請求項1に記載のパチンコ遊技機。

【請求項3】 ゲームの進行に応じて入賞させる前記役物についての情報を音声で知らせる音声メッセージ出力手段をさらに有することを特徴とする請求項1または2に記載のパチンコ遊技機。

【請求項4】 前記パチンコ遊技機は、第3種または一般電役のパチンコ遊技機であることを特徴とする請求項1ないし3のいずれかに記載のパチンコ遊技機。

## 【発明の詳細な説明】

【0001】

【発明の属する技術分野】本発明は、第3種および一般電役のパチンコ遊技機の遊技の説明（大当りの権利獲得および大当たりの中の遊技の説明）手段に関し、特に遊技のナビゲーション手段に関する。

【0002】

【従来の技術】図4は一般的な第1種のパチンコ遊技機と第3種のパチンコ遊技機の大当たり動作を比較して示したものである。

【0003】第1種のパチンコ遊技機では、図4の

(A)に示すように、始動ゲート、特別入賞口（アタッカ）がそれぞれ遊技盤センターに位置し、始動ゲートを球が通過すると（スタートスイッチ入賞ステップ）、図柄表示装置のセンタパターンが変動し、3個揃う（例えば、777）と（図柄当りステップ）、特別入賞口が開放し（アタッカ開放ステップ）、特別入賞口に入った球がVポケットに入賞することで、規定ラウンド（例えば、10カウント、16ラウンド）まで大当りの権利が継続する。

【0004】これに対し、第3種や一般電役のパチンコ遊技機では、始動ゲートや特別入賞口は遊技盤センター位置に配置されているが、回転スタート口やアタッカが遊技盤の右側位置に配置されており、しかもその遊技方法は機種により異なるというように変化に富んでいる。

【0005】例えば、第3種のパチンコ遊技機の最新の代表例では、図4の(B)の401で示すように、遊技盤センター位置の始動ゲートを球が通過すると（スタートスイッチ入賞ステップ）、図柄表示装置のセンタパターンが変動し、図柄が3個揃う（例えば、777）と（図柄当りステップ）、遊技盤センター位置の特別入賞口が約5.9秒開放し、特別入賞口に入った球がVポ

ットに一旦停止し（最大1個保留）、開閉動作時に入賞すると（権利発生スイッチ入賞ステップ）、権利が発生し（権利発生ステップ）、権利発生中に遊技盤右の回転スタート口に球が入ると（第3種始動口スイッチ入賞ステップ）、遊技盤右のアタッカが約9.8秒間開放し（10個カウント付）、権利発生中、回転スタート口に球が16個入賞すると権利は終了する（アタッカ開放ステップ）という遊技内容になっている。

【0006】上記の権利発生スイッチ（特別装置作動領域スイッチ）は、図柄が当たりの時に入賞口が開放する特別装置内に配置され、このスイッチに遊技球が入賞しないと権利が発生しない（「バンクする」ともいう）。

【0007】また、第3種のパチンコ遊技機の他の代表例では、図4の(B)の402に示すように、遊技盤センター位置の始動ゲートを球が通過すると（スタートスイッチ入賞ステップ）、図柄表示装置のセンタパターンが変動し、図柄が3個揃う（例えば、777）と（図柄当りステップ）、遊技盤センター位置の電チューが約5.5秒開放、または1個球が入賞するまで開放し、電チュー開閉動作終了時に球がチャンスゲートを通過すると、図柄表示装置の権利判定図柄が変動し、勝利で止まると（判定・振分け装置当りステップ）、権利が発生し（権利発生ステップ）、権利発生中に遊技盤右の回転スタート口に球が入ると（第3種始動口スイッチ入賞ステップ）、遊技盤右のアタッカが約9.7秒間開放し（10個カウント付）、権利発生中、回転スタート口に球が16個入賞すると権利は終了する（アタッカ開放ステップ）という遊技内容になっている。

【0008】上記の判定・振分け装置は、図柄が当たりの時に入賞口（電チュー）が開放し、判定・振分け装置作動スイッチ（チャンスゲートのスイッチ）に入賞後、役物または図柄により再度抽選が行われる。この装置で当り（勝利）になると特別装置が開放する。また、スイッチを通過した球が貯溜されるタイプは、判定・振分け装置が当りとなると（判定・振分け装置当りステップ）、貯溜されていた球が権利発生スイッチに入賞する（権利発生スイッチ入賞ステップ）。

【0009】第3種のパチンコ遊技機のさらに他の代表例では、図4の(B)の403に示すように、遊技盤左側に配置された振分け装置開放スイッチ入賞→遊技盤センター位置に配置されたスタートスイッチ入賞→図柄当り→遊技盤された右側に配置された権利発生スイッチ入賞→権利発生→遊技盤された右側に配置された第3種始動口スイッチ入賞→遊技盤された右側に配置されたアタッカ開放の順番で大当たり遊技のステップが進行する。この機種は、通常、役物内には球が入賞しない様になっているタイプで、上記の振分け装置開放スイッチに入賞したときのみ、役物のフタ（電チュー等）が開放し球が入賞する。振分け装置内で振り分けられた球がスタートスイッチに入賞する。また、スタートスイッチに入賞し

た球は貯留され、図柄当り後、権利発生スイッチに入賞する。

【0010】また、一般電役のパチンコ遊技機では、遊技盤センター位置の始動ゲートを球が通過すると、遊技盤センター位置の図柄表示装置のセンタパターンが変動し、図柄が3個揃う（例えば、777）と、遊技盤センター位置の第1入賞口が所定秒開放し、第1入賞口に球が入賞すると、権利が発生し、権利発生中に遊技盤右の第2入賞口に球が入ると、遊技盤右の第3入賞口が所定秒開放するというような遊技内容になっている。

【0011】以上3種類の第3種のパチンコ遊技機と一般電役のパチンコ遊技機を例示したが、このようなパチンコ遊技機では、ゲームの進行に従って、遊技球のターゲット位置が盤面中央から右側へと変動し、そのタイミングもメーカーや機種毎に異なるというように変化に富んでおり、また所定のタイミングに遊技球が入らないと当たりとならないという特徴を有する。この特徴は、ターゲット位置が盤面中央部だけの第1種のパチンコ遊技機に比べて、遊技内容が変化に富み、また遊技者も自己の経験の積み重ねや直感に基づく遊技能力を反映しやすい

ということ、将来的にさらに人気のある遊技機となり得るはずのものである。

【0012】しかし、第3種や一般電役のパチンコ遊技機におけるこのような遊技球のターゲット位置の変動は、おもしろい反面、なじみの薄い初心者や、新機種導入時では、遊技者に戸惑いが生じやすく、所定のタイミングに遊技球が入らないと当たりとならないので、戸惑っている間に所謂パンクになるといったことから、やりにくい、難しいなどと感じさせる点があった。また、これが、なじみの薄い遊技者にとって第3種や一般電役のパチンコ遊技機を敬遠する原因になり、パチンコホールやメーカ側では新しいユーザを獲得するのが容易でない、普及がなかなか進まないといった原因の一つとなっていた。

【0013】一方、従来より第3種および一般電役のパチンコ遊技機における遊技の説明、すなわち大当りの権利獲得および大当り中の遊技の説明には、図柄に液晶等の表示器を使用している場合、その表示器内の表示で大当りの権利獲得および大当り中の説明（例えば、「右側の回転スタート口へ右打して下さい。」等のナビゲーション）をおこなっているものがあつた。

【0014】

【発明が解決しようとする課題】しかしながら、上記のような、遊技盤のセンターにある表示器の説明では、大当りの権利獲得および大当り中の遊技球を入賞させる役物などの位置や入賞順序が、遊技者にはわかりづらいという点があつた。

【0015】そこで、本発明の目的は、上述の課題を解決し、比較的なじみの薄い第3種および一般電役のパチンコ遊技機の遊技者にとって遊技容易となる、遊技球を

入賞させる役物などの位置や入賞順序に関する情報を、わかりやすく提供し、これにより新規導入時および初心者が遊技の特徴・遊技仕様に迷うことなく容易に安心して遊技できるようにして、ひいては新しいユーザを獲得し易くすることにある。

【0016】

【課題を解決するための手段】上記目的を達成するため、請求項1のパチンコ遊技機の発明は、大当りの権利獲得時や大当り中に遊技球を入賞させなければならない、遊技盤面上に配置された複数の役物の各々の近傍に設けた誘導表示灯と、ゲームの進行に応じて入賞させる前記役物の前記誘導表示灯を点灯または点滅させる表示灯制御手段とを具備したことを特徴とする。

【0017】ここで、前記誘導表示灯は前記役物の入賞口の上方近傍に配置されて該入賞口を指し示す矢印形状を有していることを特徴とすることができる。

【0018】また、ゲームの進行に応じて入賞させる前記役物についての情報を音声で知らせる音声メッセージ出力手段をさらに有することを特徴とすることができる。

【0019】また、前記パチンコ遊技機は、第3種または一般電役のパチンコ遊技機であることを特徴とすることができる。

【0020】

【発明の実施の形態】以下、図面を参照して本発明の実施形態を詳細に説明する。

【0021】（第1の実施形態）図1は、本発明を適用した第3種のパチンコ遊技機の盤面の概略構成例を示す。図1において、100は第3種のパチンコ遊技機の遊技盤である。110は遊技盤センターに配置された始動ゲートであり、内部にスタートスイッチ（普通図柄始動スイッチ）111を有する。120は図柄表示装置である。

【0022】130は遊技盤左側に配置された判定・振分け装置であり、内部に判定・振分け装置作動スイッチ131を有する。131は判定・振分け装置誘導ランプであり、判定・振分け装置130の入賞口の上方近傍に配置されて当該入賞口を指し示す矢印形状をしている。

【0023】140は遊技盤センター位置で始動ゲート110の下に配置された特別装置入賞口であり、その内部に権利発生スイッチ141を有する。142は特別装置入賞口誘導ランプであり、特別装置入賞口140の上方近傍に配置されて当該入賞口を指し示す矢印形状をしている。

【0024】150は遊技盤右側に配置された第3種始動口であり、その内部に第3種始動口スイッチ151を有する。152は第3種始動口誘導ランプであり、第3種始動口150の上方近傍に配置されて当該始動口を指し示す矢印形状をしている。

【0025】160は遊技盤右側に第3種始動口スイッ

チ151の下に配置されたアタッカ（大入賞口）であり、その内部にアタッカ入賞個数係数スイッチ161を有する。

【0026】上記誘導ランプ132、142、152は、例えば、遊技盤面の一部である矢印形状のセル（プラスチック製）の裏面にEL（エレクトロ・ルミネセンス）やLED（発光ダイオード）あるいは豆白熱灯を取り付けた構成のものであり、発光制御されて順次点灯または点滅する。

【0027】その際、図1に示すように、各誘導ランプ132、142、152の矢印を形成する各透明窓（透過窓）に沿って複数の発光素子をアレイ上に並べ、矢印の矢の方向に光が流れるように、その複数の発光素子を1つつ順次点灯（サイクル点灯）するようにしても、好ましい。

【0028】図2は図1の第3種のパチンコ遊技機を駆動制御する電子回路の概略構成例を示す。図2において、第3種のパチンコ機には、パチンコ機の制御を行う主基板210と、主基板210に接続する外部機器220と、主基板210の制御とは独立に駆動する第3種始動口駆動モータ230とが設けられており、さらに主基板210とは別体に、外部電源240からの電力をもとに主基板210および外部機器220に電源を供給するための電源回路250が設けられている。

【0029】主基板210には、CPU212、ROM213およびRAM214を備える主基板制御部211と、主基板制御部211と外部機器220との間で信号の入出力を媒介する入出力インターフェース215とが設けられている。

【0030】外部機器220は、普通図柄始動スイッチ（スタートスイッチ）111と、第3種始動口スイッチ151と、判定・振分け装置作動スイッチ131と、権利発生スイッチ141と、アタッカ入賞個数計数スイッチ161と、普通電動役物開閉ソレノイド221と、アタッカ開閉ソレノイド222と、入賞個数表示装置223と、普通図柄表示装置制御基板224と、本発明に係わるナビゲーション情報を音声で行う等の各種音の制御を行う効果音制御基板225と、上述の誘導ランプ132、142、152等の表示灯を点灯制御する表示灯制御基板226と、払出制御基板227と、発射制御基板228とで構成されている。

【0031】ここで、普通図柄始動スイッチ（スタートスイッチ）111、第3種始動口スイッチ151、判定・振分け装置作動スイッチ131、権利発生スイッチ141、アタッカ入賞個数計数スイッチ161は入力インターフェース215の入力ポートに接続され、普通電動役物開閉ソレノイド221、アタッカ開閉ソレノイド222、入賞個数表示装置223、普通図柄表示装置制御基板224、効果音制御基板225、表示灯制御基板226、払出制御基板227は、入出力インターフェース

215の出力ポートに接続され、発射制御基板228は、払出制御基板227に接続されている。

【0032】また、普通図柄表示装置制御基板224、効果音制御基板225、表示灯制御基板226、払出制御基板227、発射制御基板228および第3種始動口駆動モータ230には、主基板210を介さず電源回路250から直接電力を供給するようになっている。また、主基板210にも、電源回路250から直接電力を供給するようになっている。

【0033】なお、パチンコ機は、遊技盤100と遊技盤100を収納する枠体（図示しない）とからなっている。そして、主基板210、外部機器220および第3種始動口駆動モータ230は、遊技盤100に設けられており、電源回路250は、主基板210、外部機器220および第3種始動口駆動モータ230と着脱可能に枠体に設けられている。

【0034】図3は図1、図2で示す本実施形態の第3種のパチンコ遊技機の遊技手順、遊技中ランプの点灯タイミング、大当たり手順、大当たり中ランプ点灯タイミングを示す流れ図である。

【0035】大当たりまでの遊技手順を説明すると、まず遊技盤センター位置の始動ゲート110を球が通過すると、スタートスイッチ111の入賞となり（ステップS1）、遊技盤センター位置の図柄表示装置120のセンタパターンが変動し、図柄が3個揃う（例えば、777）と図柄当たりとなり（ステップS2）、判定・振分け装置誘導ランプ132を点灯（または点滅）する（タイミングT1）。そのほぼ直後、判定・振分け装置130の入賞口が所定秒、例えば約5.5秒開放し、その時間が経過すると、判定・振分け装置130の入賞口が閉じると同時に（ステップS4）、判定・振分け装置誘導ランプ132を消灯する（タイミングT2）。

【0036】その判定・振分け装置130の入賞口が開いているときに、遊技球がその入賞口に入り、判定・振分け装置作動スイッチ131が入賞となると（ステップS5）、判定・振分け装置当たりとなり（ステップS6）、遊技盤センター位置の特別装置入賞口誘導ランプ142を点灯（または点滅）する（タイミングT3）。

【0037】そのほぼ直後、特別装置入賞口140が所定秒、例えば5.9秒開放し（ステップS7）、その時間が経過すると、特別装置入賞口140が閉じると同時に（ステップS8）、特別装置入賞口誘導ランプ142を消灯する（タイミングT4）。

【0038】その特別装置入賞口140が開いているときに、遊技球がその入賞口140に入り、権利発生スイッチ141が入賞となると（ステップS9）、権利が発生し大当たり手順へ移行する（ステップS10）。

【0039】権利が発生し大当たり手順へ移行すると同時に、遊技盤右側位置の第3種始動口誘導ランプ152を点灯（または点滅）する（タイミングT5）、この権利

発生中に、遊技盤右側位置の第3種始動口150に球が入り、第3種始動口スイッチ151が入賞すると、第3種始動口誘導ランプ152を消灯する(タイミングT6)。それと同時に第3種始動口150の真下のアタッカ(大入賞口)160が所定秒、例えば約9.7秒間開放する(10個カウント付)、(ステップS12)。権利発生中、第3種始動口150に球が例えば16個入賞すると権利は終了する。

【0040】以上述べたように、大当りの権利獲得時や大当り中に遊技球を入賞させなければならない、遊技盤面上に配置された役物130、140、150の近傍に各々誘導表示灯(誘導ランプ)132、142、152を設け、入賞させる役物の誘導表示灯(誘導ランプ)を順次点灯または点滅させるようにしているため、新規導入時および初心者にも遊技の特徴・遊技仕様にも遊技の特徴・遊技仕様に迷うことなく遊技を行うことができる。

【0041】(第2の実施形態) 上述した本発明の実施形態において、入賞させる役物の誘導表示灯(誘導ランプ)を点灯または点滅させるとき、同時に効果音制御基盤225を介してスピーカ(図示しない)から入賞させるその役物の位置等の情報を、例えば「点灯中の右の始動口へ入れて下さい。」のように音声メッセージで発声するようにすれば、相乗効果が期待できる。

【0042】(他の実施形態) 上述した本発明の実施形態は、第3種のパチンコ遊技機の1つタイプのものを例示したが、本発明は、これに限らず、種々の他のタイプの第3種のパチンコ遊技機にも同様に適用でき、また一般電役のパチンコ遊技機にも同様に適用でき、同様な本発明の特有な効果が得られることは勿論である。

【0043】また、本発明の目的は、前述した実施形態の機能を実現するソフトウェアのプログラムコードを記録した記録媒体(記憶媒体)を、システムあるいは装置に供給し、そのシステムあるいは装置のコンピュータ(またはCPUやMPU)が記録媒体に格納されたプログラムコードを読み出し、実行することによっても、達成されることは言うまでもない。この場合、記録媒体から読み出されたプログラムコード自体が前述した実施形態の機能を実現することになり、そのプログラムコードを記録した記録媒体は本発明を構成することになる。そのプログラムコードを記録し、またテーブル等の変数データを記録する記録媒体としては、例えばフロッピーディスク(登録商標:FD)、ハードディスク、光ディスク、光磁気ディスク、CD-ROM、CD-Rなどを用いることができる。

【0044】

【発明の効果】以上説明したように、本発明によれば、大当りの権利獲得時や大当り中に遊技球を入賞させなければならない、遊技盤面上に配置された役物の近傍に各々誘導表示灯(誘導ランプ)を設け、入賞させる役物の

誘導表示灯(誘導ランプ)を順次点灯または点滅させるようにしているため、入賞順序等を遊技者に分かりやすくさせることができ、そのため新規導入時および初心者にも遊技の特徴・遊技仕様に迷うことなく遊技を行うことができる。

【0045】従って、本発明によれば、権利消滅(バンク)を回避することができ、なじみの薄い遊技機(第3種等)の遊技仕様が分かりやすくなり、新しいユーザを獲得することができる。

【図面の簡単な説明】

【図1】本発明を適用した第3種のパチンコ遊技機の盤面の概略構成例を示す平面図である。

【図2】本発明を適用した第3種のパチンコ遊技機を駆動制御する電子回路の概略構成例を示すブロック図である。

【図3】本発明を適用した第3種のパチンコ遊技機の遊技手順、遊技中ランプの点灯タイミング、大当り手順、大当り中ランプ点灯タイミングを示す流れ図である。

【図4】従来からの第1種のパチンコ遊技機と第3種のパチンコ遊技機の大当り動作を比較して示した流れ図である。

【符号の説明】

- 100 第3種のパチンコ遊技機の遊技盤
- 110 始動ゲート
- 111 スタートスイッチ(普通図柄始動スイッチ)
- 120 図柄表示装置
- 130 判定・振分け装置
- 131 判定・振分け装置作動スイッチ
- 132 判定・振分け装置誘導ランプ
- 140 特別装置入賞口
- 141 権利発生スイッチ
- 142 特別装置入賞口誘導ランプ
- 150 第3種始動口
- 151 第3種始動口スイッチ
- 152 第3種始動口誘導ランプ
- 160 アタッカ
- 161 アタッカ入賞個数係数スイッチ
- 210 主基板
- 211 主基板制御部
- 212 CPU
- 213 ROM
- 214 RAM
- 215 入出力インターフェース
- 220 外部機器
- 221 普通電動役物開閉ソレノイド
- 222 アタッカ開閉ソレノイド
- 223 入賞個数表示装置
- 224 普通図柄表示装置制御基板
- 225 効果音制御基板
- 226 表示灯制御基板

(6)

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227 払出制御基板

\*240 外部電源

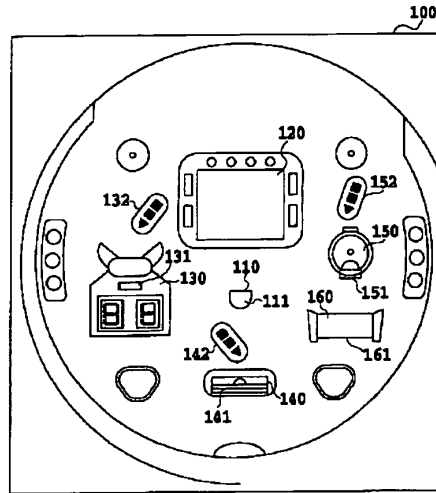
228 発射制御基板

250 電源回路

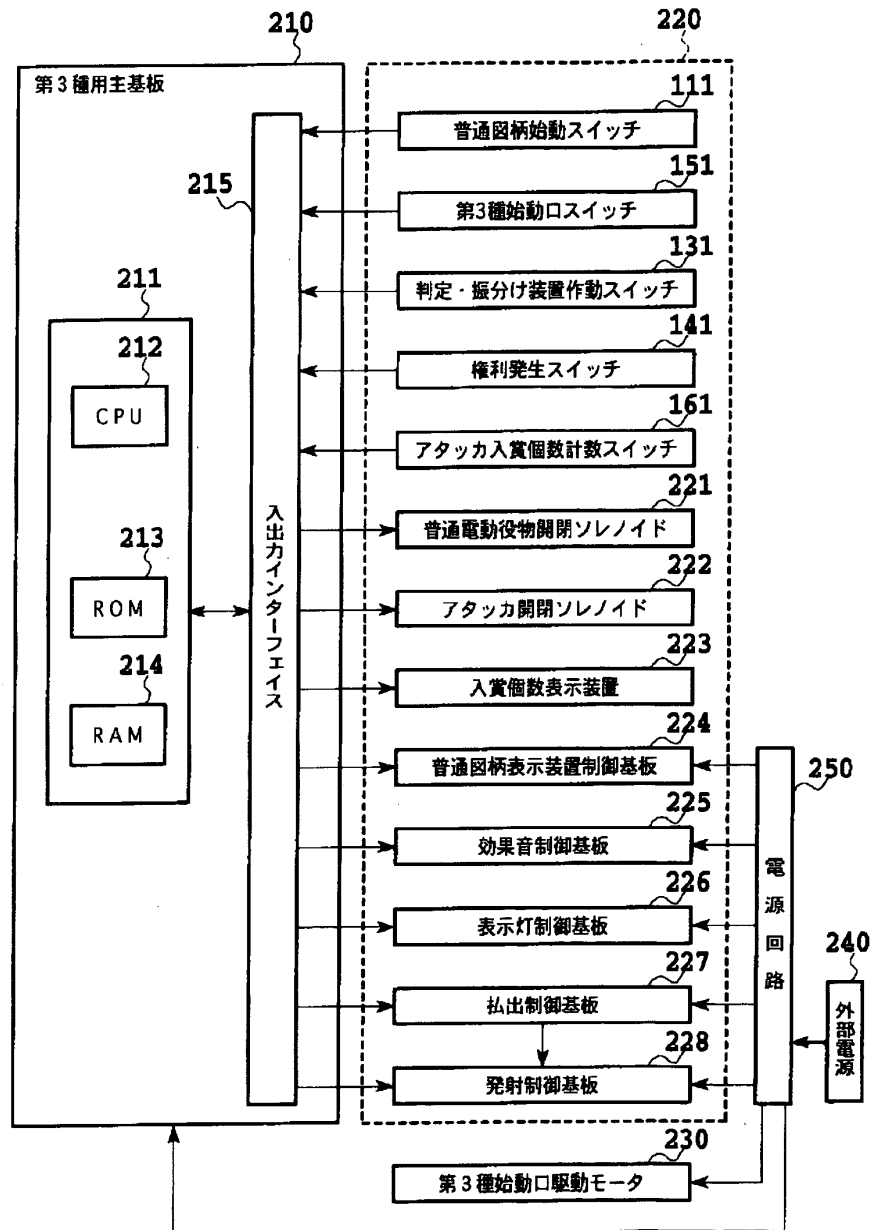
230 第3種始動口駆動モータ

\*

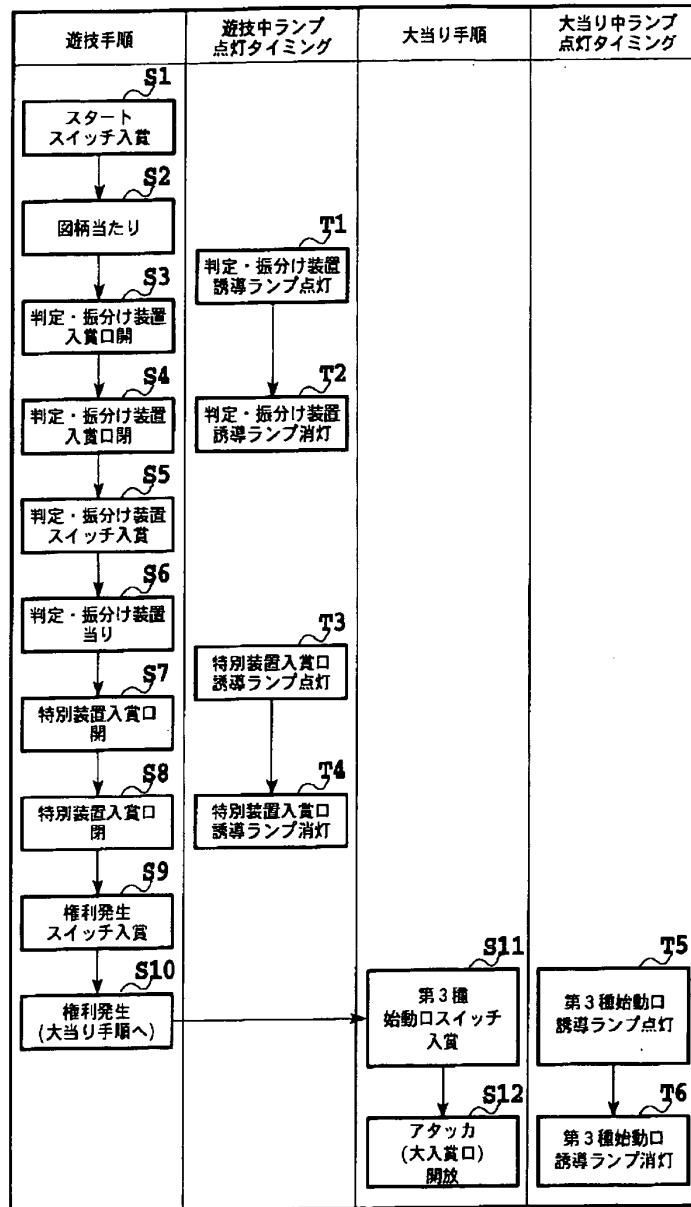
【図1】



【図2】

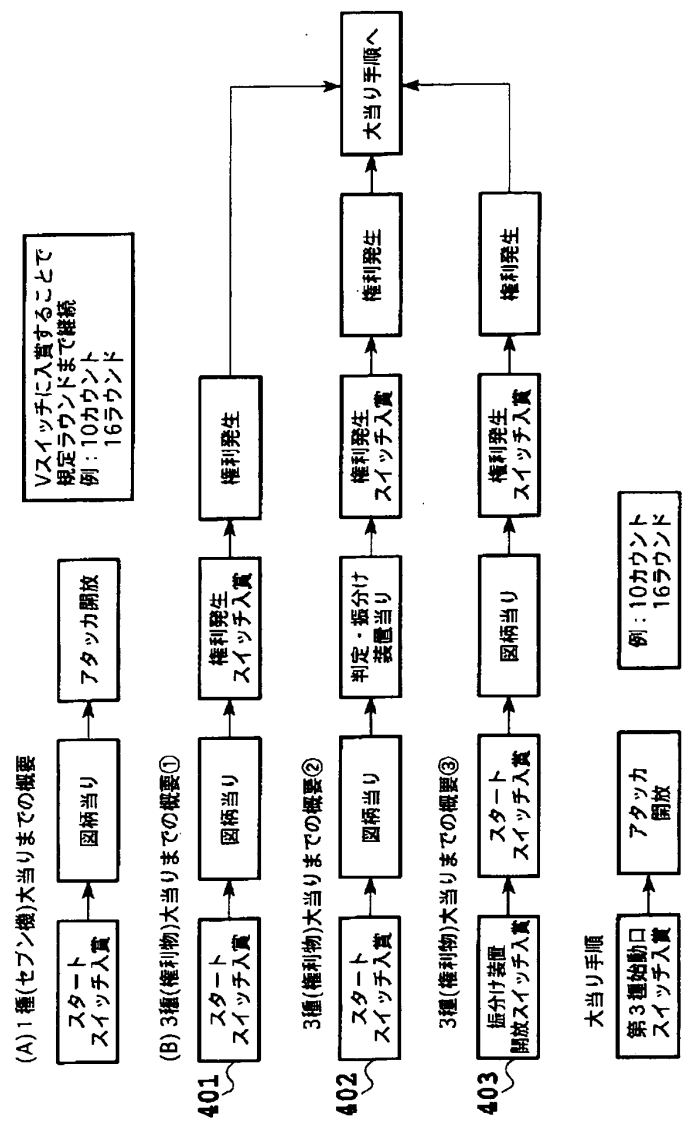


【図 3】





【図4】



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**Bibliography**

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(19) [Country of Issue] Japan Patent Office (JP)

(12) [Official Gazette Type] Open patent official report (A)

(11) [Publication No.] JP,2003-818,A (P2003-818A)

(43) [Date of Publication] January 7, Heisei 15 (2003. 1.7)

(54) [Title of the Invention] Pachinko game machine

(51) [The 7th edition of International Patent Classification]

A63F 7/02 304

[FI]

A63F 7/02 304 D

[Request for Examination] Un-asking.

[The number of claims] 4

[Mode of Application] OL

[Number of Pages] 9

(21) [Filing Number] Application for patent 2001-191699 (P2001-191699)

(22) [Filing Date] June 25, Heisei 13 (2001. 6.25)

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[Identification Number] 100077481

[Patent Attorney]

[Name] Valley Yoshikazu (besides two persons)

[Theme code (reference)]

2C088

[F term (reference)]

2C088 BC07 BC22

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[Translation done.]

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**Summary**

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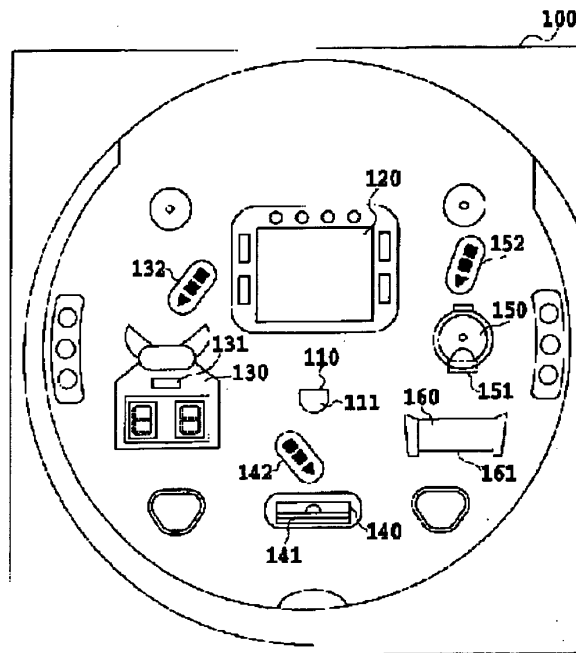
(57) [Abstract]

[Technical problem] for the 3rd sort and the game person of the pachinko game machine of general \*\*\*\* with comparatively thin concordance -- a game -- the information about the positions and winning-a-prize sequence which become easy, such as an accessory make a game sphere win a prize of etc., is offered intelligibly

[Means for Solution] Near the accessories 130, 140, and 150 which must make a game sphere win a prize during the time of right acquisition of great success, or great success and which have been arranged on the game face of a board, respectively, the guidance annunciators (guidance lamp) 132, 142, and 152 are formed, and the guidance annunciator (guidance lamp) of the accessory made to win a prize is turned on or blinked one by one. A game can be performed without being able to make winning-a-prize sequence etc. intelligible for a game person, therefore wavering in the feature and game specification of a game by this, also at the time of new introduction, and a beginner.

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[Translation done.]




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**CLAIMS**

[Claim(s)]

[Claim 1] The pachinko game machine characterized by providing the annunciator control means which turn on or blink the guidance annunciator formed near [ each ] two or more accessories which must make a game sphere win a prize during the time of right acquisition of great success, or great success, and which have been arranged on the game face of a board, and the aforementioned guidance annunciator of the aforementioned accessory made to win a prize according to advance of a game.

[Claim 2] The aforementioned guidance annunciator is a pachinko game machine according to claim 1 characterized by having the arrow configuration which is arranged near the upper part of the winning-a-prize mouth of the aforementioned accessory, and points to this winning-a-prize mouth.

[Claim 3] The pachinko game machine according to claim 1 or 2 characterized by having further a voice message output means to tell with voice the information about the aforementioned accessory made to win a prize according to advance of a game.

[Claim 4] The aforementioned pachinko game machine is a pachinko game machine according to claim 1 to 3 characterized by being the 3rd sort or the pachinko game machine of general \*\*\*\*.

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[Translation done.]

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3.In the drawings, any words are not translated.

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**DETAILED DESCRIPTION**

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[Detailed Description of the Invention]

[0001]

[The technical field to which invention belongs] Especially this invention relates to the navigation means of a game about the explanation (right acquisition [ of great success ], and explanation of game in great success) means of the game of the 3rd sort and the pachinko game machine of general \*\*\*\*.

[0002]

[Description of the Prior Art] Drawing 4 compares and shows great success operation of the common pachinko game machine of the 1st sort, and the pachinko game machine of the 3rd sort.

[0003] As shown in (A) of drawing 4 , in the pachinko game machine of the 1st sort The starting gate, If a winning-a-prize mouth (attacker) is specially located in a game board pin center,large, respectively and a sphere passes through the starting gate (start switch winning-a-prize step) the center pattern of pattern display — changing — three pieces — gathering (for example, 777) — per (pattern, because

step) and the sphere which the winning-a-prize mouth opened wide specially (attacker opening step), and went into the winning-a-prize mouth specially win a prize of V pocket The right of great success continues to a convention round (for example, ten counts, 16 lands).

[0004] On the other hand, although the starting gate and the special winning-a-prize mouth are arranged in the game board pin center, large position, the rotation start mouth and the attacker are stationed in the right-hand side position of the game board, and moreover, it is rich [ the game method ] in change in the pachinko game machine of the 3rd sort or general \*\*\*\*, as it changes with models.

[0005] for example, in the newest example of representation of the pachinko game machine of the 3rd sort If a sphere passes through the starting gate of a game board pin center, large position as shown in 401 [ of drawing 4 ] of (B) (start switch winning-a-prize step) Change the center pattern of pattern display and three patterns gather. The special winning-a-prize mouth of step) and a game board pin center, large position opens wide for about 5.9 seconds per (pattern with (for example, 777). The sphere which went into the winning-a-prize mouth specially stops in V pocket (a maximum of one-piece hold). If a prize is won at the time of switching action (right generating switch winning-a-prize step), a right will occur (right generating step). If a sphere goes into the rotation start mouth of game \*\*\*\* during right generating (the 3rd-sort starting mouth switch winning-a-prize step) The attacker of game \*\*\*\* opens wide for about 9.8 seconds (with a ten-piece count), and during right generating, if 16 spheres win a prize of a rotation start mouth, the right is the content of a game of ending (attacker opening step).

[0006] When a pattern is a hit, unless it is arranged in the special equipment which a winning-a-prize mouth opens and a game sphere wins a prize of this switch, a right does not generate the above-mentioned right generating switch (specially equipment operating-space switch) ("it is said that it blows out").

[0007] moreover, in other examples of representation of the pachinko game machine of the 3rd sort If a sphere passes through the starting gate of a game board pin center, large position as shown in 402 [ of drawing 4 ] of (B) (start switch winning-a-prize step) Change the center pattern of pattern display and three patterns gather. If \*\* CHU of step) and a game board pin center, large position opens wide until opening or an one-piece sphere wins a prize for about 5.5 seconds, and a sphere passes through the chance gate per (for example, 777), and (pattern at the time of a \*\* CHU switching-action end If the right judging pattern of pattern display is changed and it stops at a victory (per judgment / symmetry equipment step) If a right occurs (right generating step) and a sphere goes into the rotation start mouth of game \*\*\*\* during right generating (the 3rd-sort starting mouth switch winning-a-prize step) The attacker of game \*\*\*\* opens wide for about 9.7 seconds (with a ten-piece count), and during right generating, if 16 spheres win a prize of a rotation start mouth, the right is the content of a game of ending (attacker opening step).

[0008] When a pattern is a hit, a winning-a-prize mouth (\*\* CHU) opens above

judgment / symmetry equipment wide, and a lottery is again performed by an accessory or the pattern after winning a prize of judgment / symmetry equipment operation switch (switch of the chance gate). If it becomes hitting with this equipment (victory), special equipment will open. Moreover, as for the type with which the sphere which passed the switch is stored, the sphere with which it was stored when judgment / symmetry equipment became a hit (per judgment / symmetry equipment step) wins a prize of a right generating switch (right generating switch winning-a-prize step).

[0009] In the example of representation of further others of the pachinko game machine of the 3rd sort As shown in 403 [ of drawing 4 ] of (B) On the left-hand side of the game board In the arranged symmetry equipment opening switch winning-a-prize -> game board pin center,large position The step of a great success game goes on in order of attacker opening arranged on the right-hand side which has been arranged on the right-hand side which has been arranged on the right-hand side by which -> game board was carried out per [ which has been arranged ] start switch winning-a-prize -> pattern, and by which the right generating switch winning-a-prize -> right generating -> game board was carried out, and by which the 3rd-sort starting mouth switch winning-a-prize -> game board was carried out. It is the type with which, as for this model, a sphere usually wins a prize in an accessory, and only when a prize of the above-mentioned symmetry equipment opening switch is won, the free wheel plates (\*\* CHU etc.) of an accessory open wide, and a sphere wins a prize. The sphere which was able to be distributed within symmetry equipment wins a prize of a start switch. Moreover, the sphere which won a prize of a start switch is stored, and wins a prize of a right generating switch the back per pattern.

[0010] Moreover, in the pachinko game machine of general \*\*\*\*, if a sphere passes through the starting gate of a game board pin center,large position the center pattern of the pattern display of a game board pin center,large position -- changing -- a pattern -- three pieces -- gathering (for example, 777) -- If the 1st winning-a-prize mouth of a game board pin center,large position carries out predetermined second opening and a sphere wins a prize of the 1st winning-a-prize mouth, a right will occur, and if a sphere goes into the 2nd winning-a-prize mouth of game \*\*\*\* during right generating, it is the content of a game that the 3rd winning-a-prize mouth of game \*\*\*\* carries out predetermined second opening.

[0011] Although three kinds of pachinko game machines of the 3rd sort and the pachinko game machine of general \*\*\*\* were illustrated above, if it is rich in change and a game sphere does not go into predetermined timing according to advance of a game as the target position of a game sphere is changed from the center of the face of a board to right-hand side and the timing also differs for every maker or model, with such a pachinko game machine, it has the feature of not becoming a hit. I hear that the content of a game is [ a target position ] rich in change compared with the pachinko game machine of the 1st sort only of a face-of-a-board center section,

and a game person also tends to reflect the game capacity based on a pile and intuition of self of experience, and this feature may serve as a game machine of popularity with which it is further in the future.

[0012] However, such change of the target position of a game sphere in the pachinko game machine of the 3rd sort or general \*\*\*\* had the point given with that it is hard to do, it being difficult, etc. from becoming the so-called blowout, while it is interesting and being puzzled, since it does not become a hit unless it is easy to produce puzzlement to a game person and a game sphere goes into predetermined timing in the thin beginner of concordance, and the time of new model introduction. Moreover, this became the cause of keeping the pachinko game machine of the 3rd sort or general \*\*\*\* at arm's length for the thin game person of concordance, and gaining a new user was set to one of the causes which are not easy by which spread does not progress easily, in the pachinko hole and maker side.

[0013] On the other hand, when drops, such as liquid crystal, were being used for a pattern from before at explanation of the game in the 3rd sort and the pachinko game machine of general \*\*\*\*, i.e., right acquisition of great success, and explanation of the game under great success, there were some which are performing right acquisition of great success and explanation under great success (for example, navigation, such as "\*\*\*\* to a right-hand side rotation start mouth") by the display in the drop.

[0014]

[Problem(s) to be Solved by the Invention] However, in explanation of the drop in the above pin center, larges of the game board, there was a point that positions and winning-a-prize sequence, such as an accessory make \*\*\*\* acquisition of great success and the game sphere under great success win a prize of etc., were incomprehensible for a game person.

[0015] then, the technical problem above-mentioned [ the purpose of this invention ] -- solving -- for the 3rd sort and the game person of the pachinko game machine of general \*\*\*\* with comparatively thin concordance -- a game -- it becomes easy -- As it provides intelligibly, and he feels easy easily and plays [ as a result ] the game of the information about positions and winning-a-prize sequence, such as an accessory make a game sphere win a prize of etc., without the time of new introduction and a beginner wavering in the feature and game specification of a game by this, it is in making a new user easy to gain.

[0016]

[Means for Solving the Problem] In order to attain the above-mentioned purpose, invention of the pachinko game machine of a claim 1 is characterized by to provide the annunciator control means which turn on or blink the guidance annunciator formed near [ each ] two or more accessories which must make a game sphere win a prize during the time of right acquisition of great success, or great success, and which have been arranged on the game face of a board, and the aforementioned guidance annunciator of the aforementioned accessory made to win a prize



according to advance of a game.

[0017] Here, the aforementioned guidance annunciator can be characterized by having the arrow configuration which is arranged near the upper part of the winning-a-prize mouth of the aforementioned accessory, and points to this winning-a-prize mouth.

[0018] Moreover, it can be characterized by having further a voice message output means to tell with voice the information about the aforementioned accessory made to win a prize according to advance of a game.

[0019] Moreover, the aforementioned pachinko game machine can be characterized by being the 3rd sort or the pachinko game machine of general \*\*\*\*.

[0020]

[Embodiments of the Invention] Hereafter, with reference to a drawing, the operation gestalt of this invention is explained in detail.

[0021] (1st operation gestalt) Drawing 1 shows the example of outline composition of the face of a board of the pachinko game machine of the 3rd sort which applied this invention. In drawing 1, 100 is the game board of the pachinko game machine of the 3rd sort. 110 is the starting gate arranged in the game board pin center, large, and has the start switch (usually pattern starting switch) 111 inside. 120 is pattern display.

[0022] 130 is judgment / symmetry equipment arranged on the left-hand side of the game board, and has judgment / symmetry equipment operation switch 131 inside. 131 is judgment / symmetry equipment guidance lamp, and is carrying out the arrow configuration which is arranged near the upper part of the winning-a-prize mouth of judgment / symmetry equipment 130, and points to the winning-a-prize mouth concerned.

[0023] 140 is a special equipment winning-a-prize mouth arranged under the starting gate 110 in the game board pin center, large position, and has the right generating switch 141 in the interior. 142 is an equipment winning-a-prize mouth guidance lamp specially, and is carrying out the arrow configuration which is specially arranged near the upper part of the equipment winning-a-prize mouth 140, and points to the winning-a-prize mouth concerned.

[0024] 150 is the 3rd-sort starting mouth arranged on the right-hand side of the game board, and has the 3rd-sort starting mouth switch 151 in the interior. 152 is the 3rd-sort starting mouth guidance lamp, and is carrying out the arrow configuration which is arranged near the upper part of the 3rd-sort starting mouth 150, and points to the starting mouth concerned.

[0025] 160 is an attacker (large winning-a-prize mouth) stationed under the 3rd-sort starting mouth switch 151 on the right-hand side of the game board, and has the attacker winning-a-prize number coefficient switch 161 in the interior.

[0026] The above-mentioned guidance lamps 132, 142, and 152 are the things of composition of having attached EL (electro RUMINEN sense), Light Emitting Diode (light emitting diode), or the beans incandescent lamp in the rear face of the cell

(product made from plastics) of the arrow configuration which is for example, a part of game face of a board, and luminescence control is carried out, and they are turned on or blinked one by one.

[0027] It is desirable even if it is [ every / 1 ] made to turn on two or more of the light emitting devices in that case one by one so that two or more light emitting devices may be arranged in on an array along with each transparent aperture (transparency aperture) which forms the arrow of each guidance lamps 132, 142, and 152 and light may flow in the direction of the arrow of an arrow as shown in drawing 1 (cycle lighting).

[0028] Drawing 2 shows the example of outline composition of the electronic circuitry which carries out drive control of the pachinko game machine of the 3rd sort of drawing 1 . In drawing 2 , the 3rd-sort starting mouth drive motor 230 which drives independently the main substrate 210 which controls a pachinko machine, the external instrument 220 linked to the main substrate 210, and control of the main substrate 210 is formed, and the power circuit 250 for the main substrate 210 supplying a power supply to another object based on the power from an external power 240 at the main substrate 210 and an external instrument 220 is further formed in the pachinko machine of the 3rd sort.

[0029] The input/output interface 215 which carries I/O of a signal between the main substrate control section 211 equipped with CPU212, ROM213, and RAM214, and the main substrate control section 211 and an external instrument 220 is formed in the main substrate 210.

[0030] An external instrument 220 usually The pattern starting switch 111 (start switch), The 3rd-sort starting mouth switch 151 and judgment / symmetry equipment operation switch 131, the right generating switch 141 and the attacker winning-a-prize number -- counting -- with a switch 161 Usually The electric accessory opening-and-closing solenoid 221 and the attacker opening-and-closing solenoid 222, The winning-a-prize number display 223 and the sound effect control board 225 which controls various sound, such as performing the navigation information usually concerning the pattern display control board 224 and this invention with voice It consists of an annunciator control board 226 which carries out lighting control of the above-mentioned guidance lamps 132 and 142 and the annunciator of 152 grades, an expenditure control board 227, and a discharge control board 228.

[0031] A switch 161 is connected to the input port of the input interface 215. here - - usually -- the pattern starting switch (start switch) 111, the 3rd-sort starting mouth switch 151, judgment / symmetry equipment operation switch 131, the right generating switch 141, and the attacker winning-a-prize number -- counting -- Usually the electric accessory opening-and-closing solenoid 221, the attacker opening-and-closing solenoid 222, the winning-a-prize number display 223, the common pattern display control board 224, the sound effect control board 225, the annunciator control board 226, and the expenditure control board 227 It connects

with the output port of an input/output interface 215, and the discharge control board 228 is connected to the expenditure control board 227.

[0032] Moreover, direct power is usually supplied to the pattern display control board 224, the sound effect control board 225, the annunciator control board 226, the expenditure control board 227, the discharge control board 228, and the 3rd-sort starting mouth drive motor 230 from a power circuit 250, without minding the main substrate 210. Moreover, direct power is supplied also to the main substrate 210 from a power circuit 250.

[0033] In addition, the pachinko machine consists of a frame (not shown) which contains the game board 100 and the game board 100. And the main substrate 210, the external instrument 220, and the 3rd-sort starting mouth drive motor 230 are formed in the game board 100, and the power circuit 250 is formed in the frame removable with the main substrate 210, the external instrument 220, and the 3rd-sort starting mouth drive motor 230.

[0034] Drawing 3 is drawing 1, the game procedure of the pachinko game machine of the 3rd sort of this operation gestalt shown by drawing 2, the lighting timing of the lamp in a game, a great success procedure, and the flow chart showing lamp lighting timing during great success.

[0035] if the game procedure to great success is explained and a sphere will pass through the starting gate 110 of a game board pin center, large position first — winning a prize of the start switch 111 — becoming (Step S1) — the center pattern of the pattern display 120 of a game board pin center, large position — changing — a pattern — three pieces — gathering (for example, 777) — it becomes per pattern (Step S2), and judgment / symmetry equipment guidance lamp 132 is turned on (timing T1) (or blink) the winning-a-prize mouth of almost immediately after it and judgment / symmetry equipment 130 — a predetermined second — for example, judgment / symmetry equipment guidance lamp 132 is switched off at the same time the winning-a-prize mouth of judgment / symmetry equipment 130 will close (step S4), if it opens wide for about 5.5 seconds and the time passes (timing T2)

[0036] If a game sphere goes into the winning-a-prize mouth and judgment / symmetry equipment operation switch 131 is winning a prize when the winning-a-prize mouth of the judgment / symmetry equipment 130 is open (Step S5), it will become per judgment / symmetry equipment (Step S6), and the special equipment winning-a-prize mouth guidance lamp 142 of a game board pin center, large position will be turned on (timing T3). (or blink)

[0037] almost immediately after it — specially — the equipment winning-a-prize mouth 140 — a predetermined second — for example, the equipment winning-a-prize mouth guidance lamp 142 is specially switched off at the same time the equipment winning-a-prize mouth 140 will close specially (Step S8), if it opens wide for 5.9 seconds (Step S7) and the time passes (timing T4)

[0038] If a game sphere goes into the winning-a-prize mouth 140 and the right generating switch 141 is winning a prize when the special equipment winning-a-prize

mouth 140 is open (step S9), a right will occur and it will shift to a great success procedure (Step S10).

[0039] If a sphere goes into the 3rd-sort starting mouth 150 of a game board right-hand side position and the 3rd-sort starting mouth switch 151 wins a prize during this right generating that turns on the 3rd-sort starting mouth guidance lamp 152 of a game board right-hand side position (timing T5) (or blink) at the same time a right occurs and it shifts to a great success procedure, the 3rd-sort starting mouth guidance lamp 152 will be switched off (timing T6). the attacker 160 just under it, simultaneously the 3rd-sort starting mouth 150 (large winning-a-prize mouth) — a predetermined second — for example, it opens for about 9.7 seconds (Step S12) (with a ten-piece count) During right generating, if 16 spheres win a prize of the 3rd-sort starting mouth 150, for example, a right will be ended.

[0040] A game sphere must be made to win a prize during the time of right acquisition of great success, or great success, as stated above. Since it is made to turn on or blink the guidance annunciator (guidance lamp) of the accessory which forms the guidance annunciators (guidance lamp) 132, 142, and 152 respectively near the accessories 130, 140, and 150 arranged on the game face of a board, and is made to win a prize one by one A game can be performed without being able to make winning-a-prize sequence etc. intelligible for a game person, therefore wavering in the feature and game specification of a game also at the time of new introduction, and a beginner.

[0041] When turning on or blinking the guidance annunciator (guidance lamp) of the accessory made to win a prize in the operation gestalt of this invention mentioned above, (Gestalt of the 2nd operation) Please put in the information on the position of the accessory made to win a prize from a loudspeaker (not shown) through the sound effect control base 225 simultaneously etc. to the starting mouth of the right for example, under "lighting. The synergistic effect is expectable if it is made to utter by the voice message like ".

[0042] (others — operation gestalt) although the operation gestalt of this invention mentioned above illustrated the one type thing of the pachinko game machine of the 3rd sort, it is natural [ of being able to apply this invention not only like this but like the pachinko game machine of the 3rd sort of other various types, and being able to apply also like the pachinko game machine of general \*\*\*\*, and the characteristic effect of the same this invention being acquired ]

[0043] Moreover, the purpose of this invention cannot be overemphasized by being attained by supplying the record medium (storage) which recorded the program code of the software which realizes the function of the gestalt of operation mentioned above to a system or equipment, and reading and performing the program code with which the computer (or CPU and MPU) of the system or equipment was stored in the record medium. In this case, the function of the gestalt of operation which the program code itself read from the record medium mentioned above will be realized, and the record medium which recorded the program code will constitute this

invention. For example, things are made, using a floppy disk (registered trademark : FD), a hard disk, an optical disk, a magneto-optic disk, CD-ROM, CD-R, etc. as a record medium which records the program code and records variable datas, such as a table.

[0044]

[Effect of the Invention] According to this invention, a game sphere must be made to win a prize during the time of right acquisition of great success, or great success, as explained above. Since it is made to turn on or blink the guidance annunciator (guidance lamp) of the accessory which forms a guidance annunciator (guidance lamp) respectively near the accessory arranged on the game face of a board, and is made to win a prize one by one A game can be performed without being able to make winning-a-prize sequence etc. intelligible for a game person, therefore wavering in the feature and game specification of a game also at the time of new introduction, and a beginner.

[0045] Therefore, according to this invention, right disappearance (blowout) can be avoided, the game specification of the thin game machines (the 3rd sort etc.) of concordance becomes intelligible, and a new user can be gained.

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[Translation done.]

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**DESCRIPTION OF DRAWINGS**

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[Brief Description of the Drawings]

[Drawing 1] It is the plan showing the example of outline composition of the face of a board of the pachinko game machine of the 3rd sort which applied this invention.

[Drawing 2] It is the block diagram showing the example of outline composition of the electronic circuitry which carries out drive control of the pachinko game machine of the 3rd sort which applied this invention.

[Drawing 3] They are the game procedure of the pachinko game machine of the 3rd sort which applied this invention, the lighting timing of the lamp in a game, a great success procedure, and the flow chart showing lamp lighting timing during great

success.

[Drawing 4] It is the flow chart having compared and shown great success operation of the pachinko game machine of the 1st sort from the former, and the pachinko game machine of the 3rd sort.

[Description of Notations]

100 Game Board of Pachinko Game Machine of 3rd Sort

110 Starting Gate

111 Start Switch (Usually Pattern Starting Switch)

120 Pattern Display

130 Judgment / Symmetry Equipment

131 Judgment / Symmetry Equipment Operation Switch

132 Judgment / Symmetry Equipment Guidance Lamp

140 It is Equipment Winning-a-Prize Mouth Specially.

141 Right Generating Switch

142 It is Equipment Winning-a-Prize Mouth Guidance Lamp Specially.

150 3rd-Sort Starting Mouth

151 3rd-Sort Starting Mouth Switch

152 3rd-Sort Starting Mouth Guidance Lamp

160 Attacker

161 Attacker Winning-a-Prize Number Coefficient Switch

210 The Main Substrate

211 The Main Substrate Control Section

212 CPU

213 ROM

214 RAM

215 Input/output Interface

220 External Instrument

221 It is Usually Electric Accessory Opening-and-Closing Solenoid.

222 Attacker Opening-and-Closing Solenoid

223 Winning-a-Prize Number Display

224 It is Usually Pattern Display Control Board.

225 Sound Effect Control Board

226 Annunciator Control Board

227 Expenditure Control Board

228 Discharge Control Board

230 3rd-Sort Starting Mouth Drive Motor

240 External Power

250 Power Circuit

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[Translation done.]

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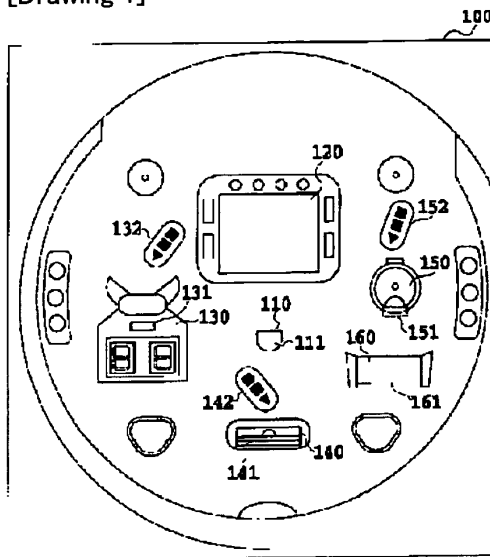
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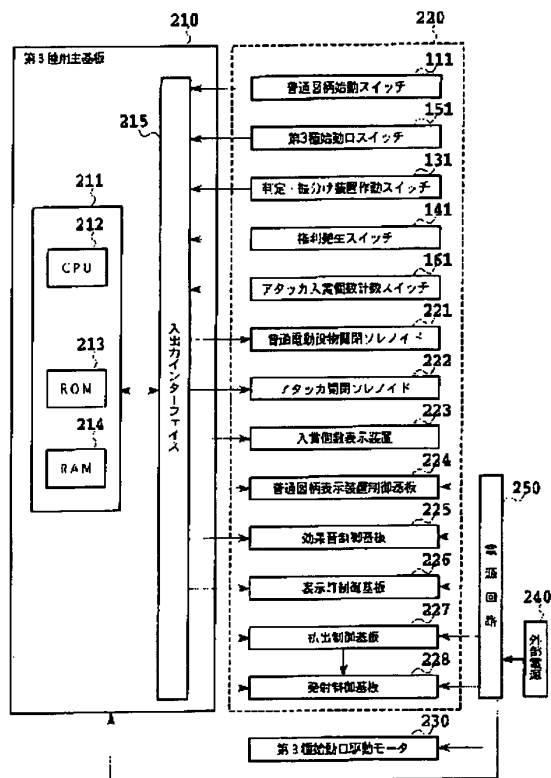
**DRAWINGS**

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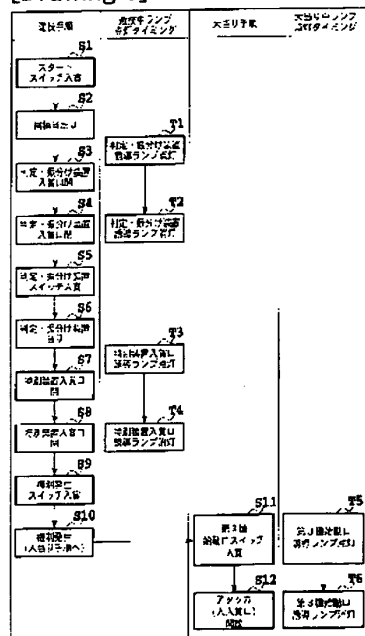
[Drawing 1]



[Drawing 2]

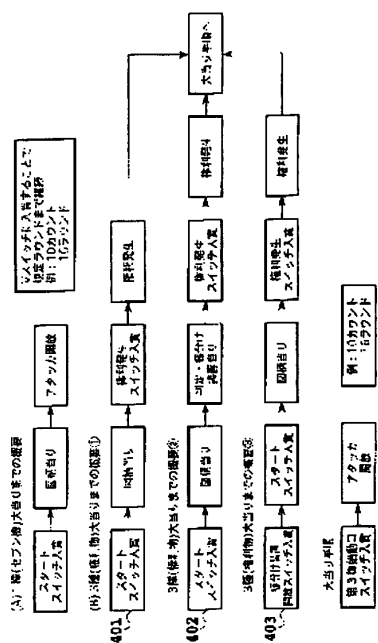


[Drawing 3]



[Drawing 4]





[Translation done.]